

Stellaris® LM3S9B96 Development Kit

User's Manual



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Table of Contents

Chapter 1: Stellaris® LM3S9B96 Development Board Overview	7
Features.....	7
Development Kit Contents	10
Block Diagram	11
Development Board Specifications	11
Chapter 2: Stellaris® LM3S9B96 Development Board Hardware Description	13
LM3S9B96 Microcontroller Overview	13
Jumpers and GPIO Assignments.....	13
Clocking	14
Reset.....	15
Power Supplies	15
USB.....	15
Debugging.....	16
Color QVGA LCD Touch Panel.....	17
I ² S Audio.....	19
User Switch and LED	19
Chapter 3: Stellaris® LM3S9B96 Development Board External Peripheral Interface (EPI)	21
SDRAM Expansion Board	21
Flash and SRAM Memory Expansion Board	21
Chapter 4: Using the In-Circuit Debugger Interface	23
Appendix A: Stellaris® LM3S9B96 Development Board Schematics	25
Appendix B: Stellaris® LM3S9B96 Development Board Component Locations	33
Appendix C: Stellaris® LM3S9B96 Development Board Connection Details	35
DC Power Jack	35
ARM Target Pinout	35
Appendix D: Stellaris® LM3S9B96 Development Board Microcontroller GPIO Assignments	37
Appendix E: Stellaris® LM3S9B96 Flash and SRAM Memory Expansion Board	41
Installation.....	41
Features.....	42
Hardware Description	43
Functional Description	43
Memory Map	45
Component Locations	46
Schematics	46
Appendix F: References.....	49

List of Figures

Figure 1-1. DK-LM3S9B96 Development Board.....	9
Figure 1-2. DK-LM3S9B96 Development Board Block Diagram	11
Figure 2-1. Factory Default Jumper Settings	14
Figure 4-1. ICD Interface Out Mode	23
Figure B-1. Component Placement Plot for Top	34
Figure E-1. DK-LM3S9B96-EXP-FS8 Board Image.....	41
Figure E-2. DK-LM3S9B96 Development Board.....	42
Figure E-3. DK-LM3S9B96-EXP-FS8 Flash/SRAM/LCD IF Expansion Board Block Diagram	43
Figure E-4. Component Placement Plot for Top and Bottom.....	46

List of Tables

Table 2-1. Board Features and Peripherals that are Disconnected in Factory Default Configuration	13
Table 2-2. USB-Related Signals.....	15
Table 2-3. Hardware Debugging Configurations	16
Table 2-4. Debug-Related Signals	17
Table 2-5. LCD-Related Signals.....	18
Table 2-6. I ² S Audio-Related Signals.....	19
Table 2-7. Navigation Switch-Related Signals	19
Table C-1. Debug Interface Pin Assignments	35
Table D-1. Microcontroller GPIO Assignments	37
Table E-1. Flash and SRAM Memory Expansion Board Memory Map	45
Table E-2. LCD Latch Register	45

Stellaris® LM3S9B96 Development Board Overview

The Stellaris® LM3S9B96 Development Board provides a platform for developing systems around the advanced capabilities of the LM3S9B96 ARM® Cortex™-M3-based microcontroller.

The LM3S9B96 is a member of the Stellaris Tempest-class microcontroller family. Tempest-class devices include capabilities such as 80 MHz clock speeds, an External Peripheral Interface (EPI) and Audio I²S interfaces. In addition to new hardware to support these features, the DK-LM3S9B96 board includes a rich set of peripherals found on other Stellaris boards.

The development board includes an on-board in-circuit debug interface (ICDI) that supports both JTAG and SWD debugging. A standard ARM 20-pin debug header supports an array of debugging solutions.

The Stellaris® LM3S9B96 Development Kit accelerates development of Tempest-class microcontrollers. The kit also includes extensive example applications and complete source code.

Features

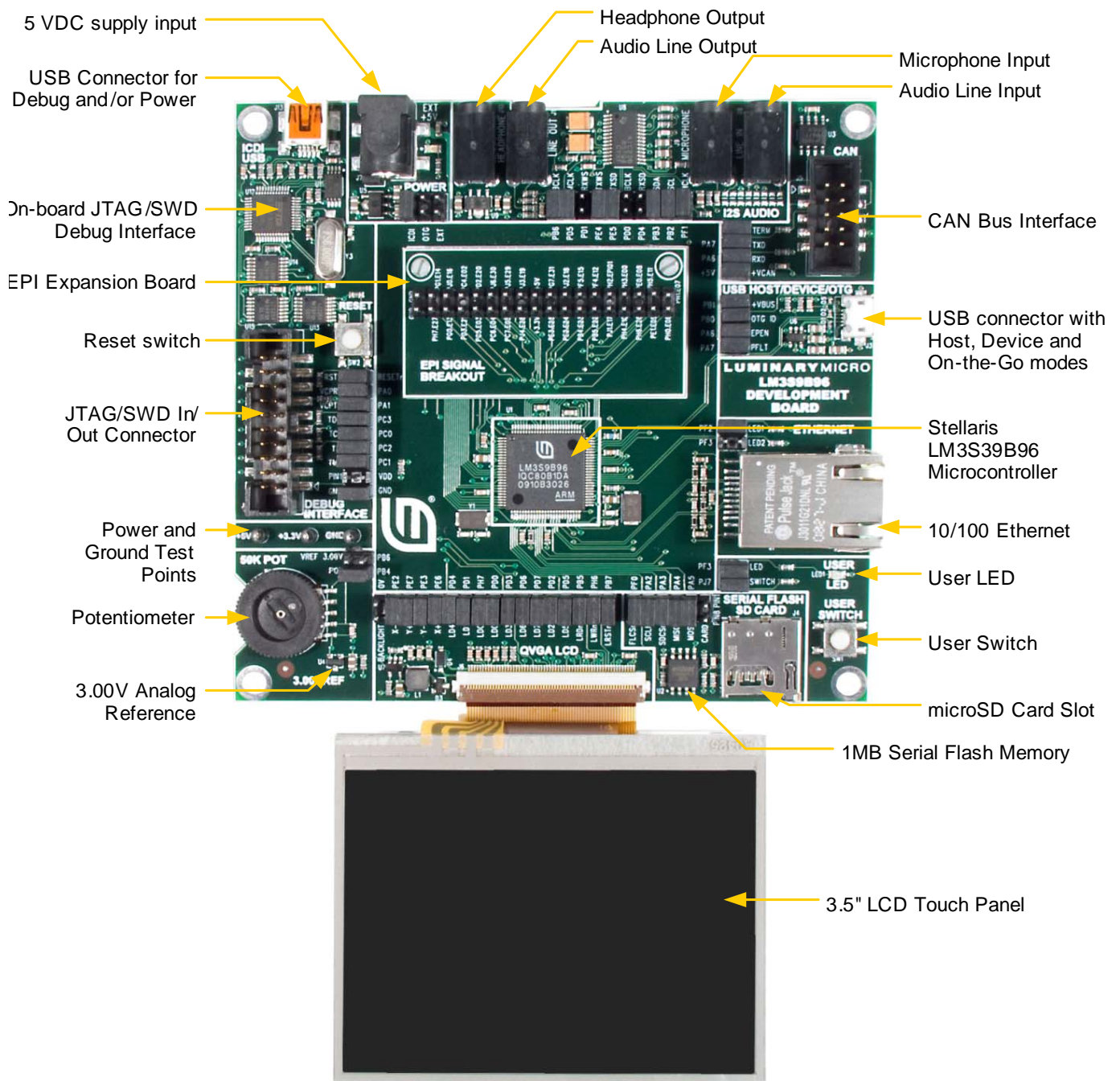
The Stellaris® LM3S9B96 Development Board includes the following features.

- Simple set-up—USB cable provides debugging, communication, and power
- Flexible development platform with a wide range of peripherals
- Color LCD graphics display
 - TFT LCD module with 320 x 240 resolution
 - Resistive touch interface
- 80 MHz LM3S9B96 microcontroller with 256 K Flash, 96 K SRAM, and integrated Ethernet MAC+PHY, USB OTG, and CAN communications
 - – 8 MB SDRAM (plug-in EPI option board)
 - – EPI break-out board (plug-in option board)
- 1 MB serial Flash memory
- Precision 3.00 V voltage reference
- SAFERTOS™ operating system in microcontroller ROM
- I²S stereo audio codec
 - Line In/Out
 - Headphone Out
 - Microphone In
- Controller Area Network (CAN) Interface
- 10/100 BaseT Ethernet
- USB On-The-Go (OTG) Connector
 - Device, Host, and OTG modes

-
- User LED and push button
 - Thumbwheel potentiometer (can be used for menu navigation)
 - MicroSD card slot
 - Supports a range of debugging options
 - Integrated In-circuit Debug Interface (ICDI)
 - JTAG, SWD, and SWO all supported
 - Standard ARM® 20-pin JTAG debug connector
 - USB Virtual COM Port
 - Jumper shunts to conveniently reallocate I/O resources
 - Develop using tools supporting Keil™ RealView® Microcontroller Development Kit (MDK-ARM), IAR Embedded Workbench, Code Sourcery GCC development tools, Code Red Technologies development tools, or Texas Instruments' Code Composer Studio™ IDE
 - Supported by StellarisWare® software including the graphics library, the USB library, and the peripheral driver library
 - An optional Flash and SRAM memory expansion board (DK-LM3S9B96-EXP-FS8) is also available for use with the DK-LM3S9B96 development board
 - Works with the External Peripheral Interface (EPI) of the Stellaris microcontroller
 - Provides Flash memory, SRAM, and an improved performance LCD interface

For more information on the DK-LM3S9B96-EXP-FS8 memory expansion board, see Appendix E, "Stellaris® LM3S9B96 Flash and SRAM Memory Expansion Board," on page 41. The DK-LM3S9B96-EXP-FS8 memory expansion board is available for purchase separately.

Figure 1-1. DK-LM3S9B96 Development Board



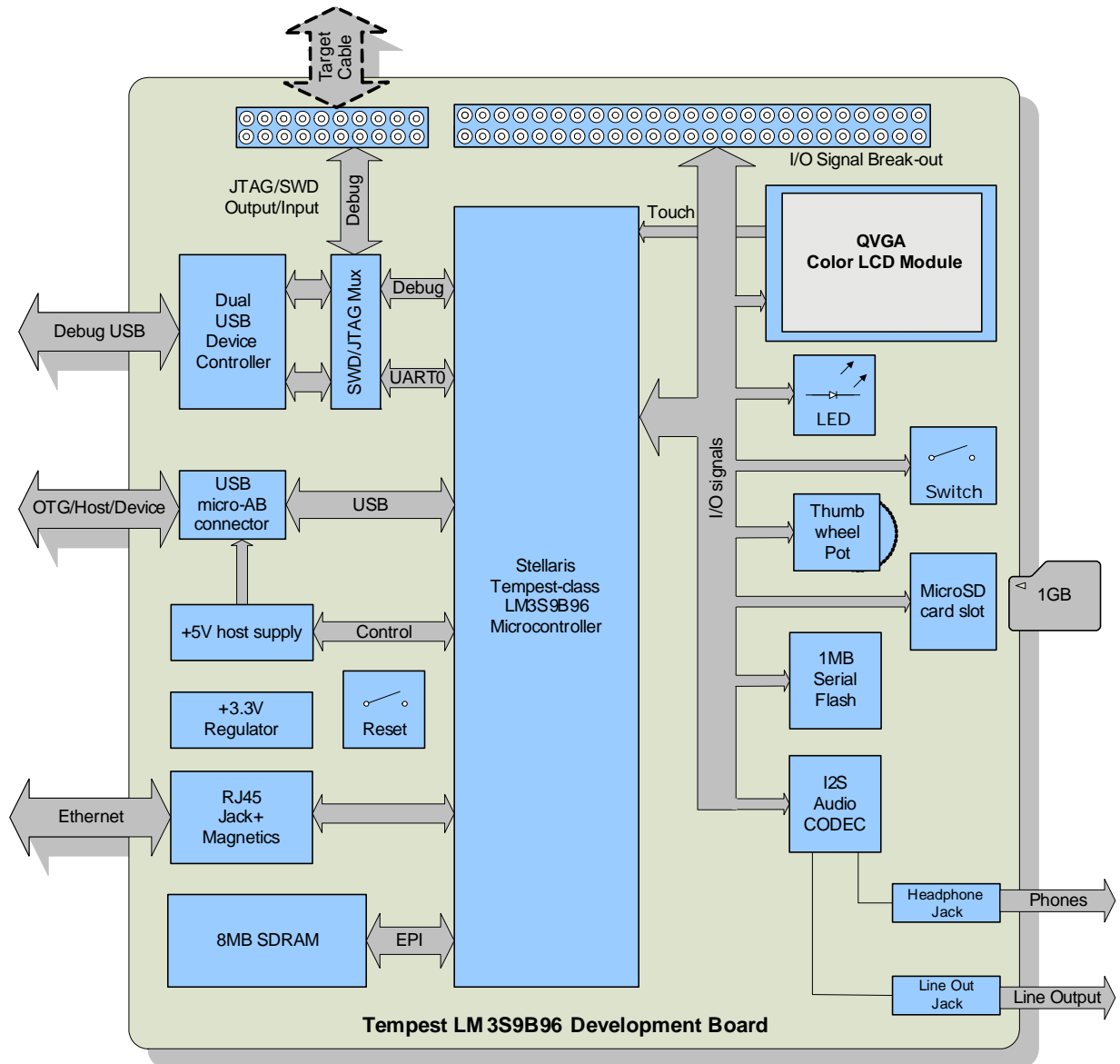
Development Kit Contents

The Stellaris® LM3S9B96 Development Kit contains everything needed to develop and run a range of applications using Stellaris microcontrollers:

- LM3S9B96 development board
- 8 MB SDRAM expansion board
- EPI signal breakout board
- Retractable Ethernet cable
- USB Mini-B cable for debugger use
- USB Micro-B cable for OTG-to-PC connection
- USB Micro-A to USB A adapter for USB Host
- USB Flash memory stick
- microSD Card
- 20-position ribbon cable
- CD containing:
 - A supported version of one of the following (including a toolchain-specific Quickstart guide):
 - Keil™ RealView® Microcontroller Development Kit (MDK-ARM)
 - IAR Embedded Workbench
 - Code Sourcery GCC development tools
 - Code Red Technologies development tools
 - Texas Instruments' Code Composer Studio™ IDE
 - Complete documentation
 - Quickstart application source code
 - Stellaris® Firmware Development Package with example source code

Block Diagram

Figure 1-2. DK-LM3S9B96 Development Board Block Diagram



Development Board Specifications

- Board supply voltage: 4.75–5.25 Vdc from one of the following sources:
 - Debugger (ICDI) USB cable (connected to a PC)
 - USB Micro-B cable (connected to a PC)
 - DC power jack (2.1 x 5.5mm from external power supply)
- Break-out power output: 3.3 Vdc (100 mA max)

-
- Dimensions (excluding LCD panel):
 - 4.50" x 4.25" x 0.60" (LxWxH) with SDRAM board
 - 4.50" x 4.25" x 0.75" (LxWxH) with EPI breakout board
 - Analog Reference: 3.0 V +/-0.2%
 - RoHS status: Compliant

NOTE: When the LM3S9B96 Development Board is used in USB Host mode, the host connector is capable of supplying power to the connected USB device. The available supply current is limited to ~200 mA unless the development board is powered from an external 5 V supply with a =600mA rating.

Stellaris® LM3S9B96 Development Board Hardware Description

In addition to an LM3S9B96 microcontroller, the development board includes a range of useful peripheral features and an integrated in-circuit debug interface (ICDI). This chapter describes how these peripherals operate and interface to the microcontroller

LM3S9B96 Microcontroller Overview

The Stellaris LM3S9B96 is an ARM Cortex-M3-based microcontroller with 256-KB flash memory, 80-MHz operation, Ethernet, USB, EPI, SAFERTOS™ in ROM, and a wide range of peripherals. See the *LM3S9B96 Microcontroller Data Sheet* (order number DS-LM3S9B96) for complete microcontroller details.

The LM3S9B96 microcontroller is factory-programmed with a quickstart demo program. The quickstart program resides in on-chip flash memory and runs each time power is applied, unless the quickstart has been replaced with a user program.

Jumpers and GPIO Assignments

Each peripheral circuit on the development board is interfaced to the LM3S9B96 microcontroller through a 0.1" pitch jumper/shunt. Figure 2-1 on page 14 shows the factory default positions of the jumpers. The jumpers must be in these positions for the quickstart demo program to function correctly.

The development board offers capabilities that the LM3S9B96 cannot support simultaneously due to pin count and GPIO multiplexing limitations. For example, as configured, the board does not support SDRAM and I²S receive (microphone or line input) functions at the same time. The jumpers associated with I²S receive are omitted in the default configuration.

Table 2-1 lists all features and peripherals that are disconnected in the factory default configuration. Using these peripherals requires that other peripherals be disconnected. Appendix D, "Stellaris® LM3S9B96 Development Board Microcontroller GPIO Assignments," on page 37 lists alternative jumper configurations used in conjunction with some of the StellarisWare™ example applications for this board.

Table 2-1. Board Features and Peripherals that are Disconnected in Factory Default Configuration

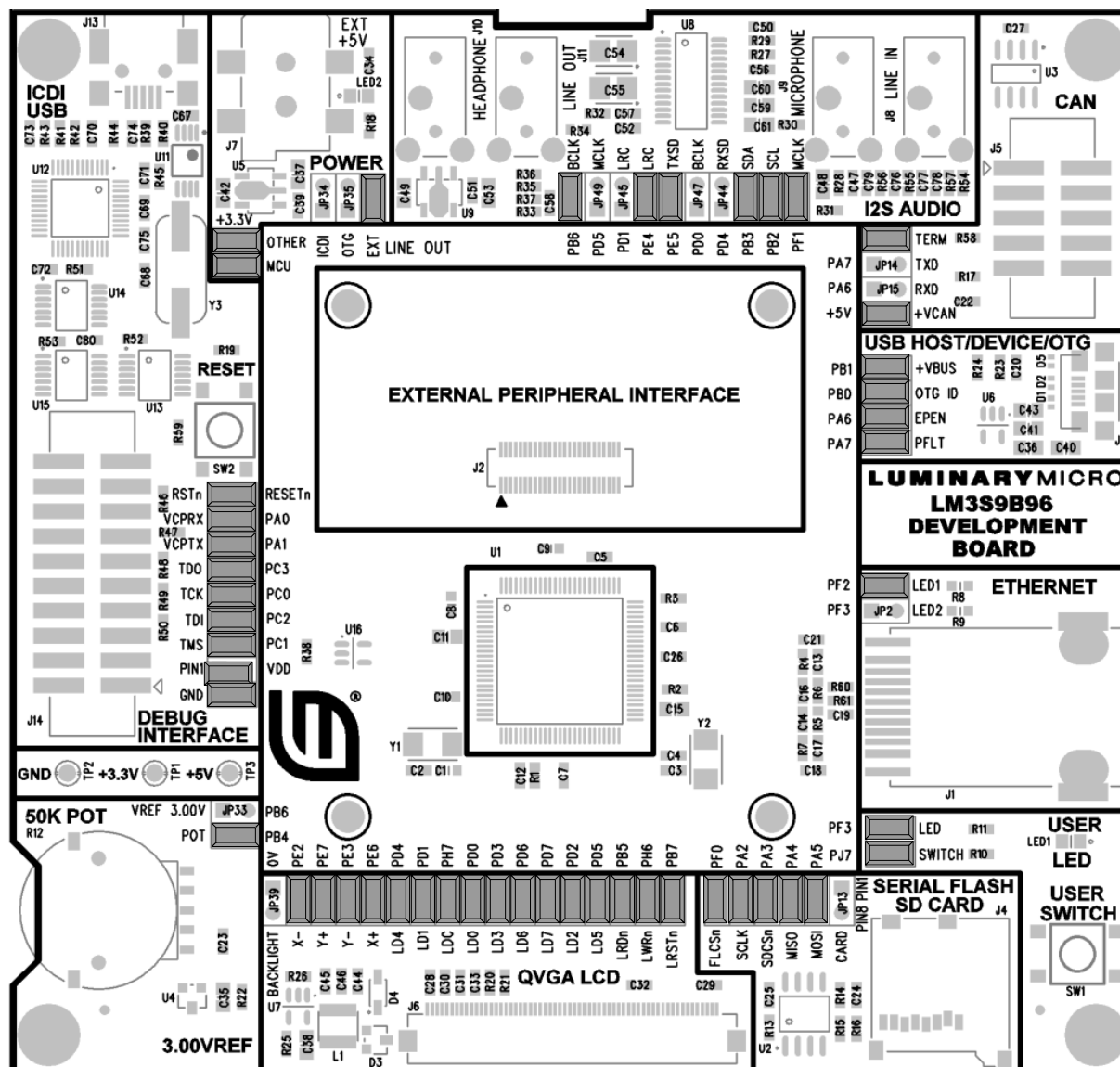
Peripheral	Jumpers
I ² S Receive (Audio Input)	JP44, 45, 47, 49
Controller Area Network (CAN)	JP14, 15
Ethernet Yellow Status LED (LED2)	JP2
Analog 3.0V Reference	JP33

See Appendix D, "Stellaris® LM3S9B96 Development Board Microcontroller GPIO Assignments," on page 37, for a complete list of GPIO assignments. The table lists all default and alternate

assignments that are supported by the 0.1" jumpers and PCB routing. The LM3S9B96 has additional internal multiplexing that enables additional configurations which may require discrete wiring between peripherals and GPIO pins.

The ICDI section of the board has a GND-GND jumper that serves no function other than to provide a convenient place to 'park' a spare jumper. This jumper may be reused as required.

Figure 2-1. Factory Default Jumper Settings



Clocking

The development board uses a 16.0-MHz (Y2) crystal to complete the LM3S9B96 microcontroller's main internal clock circuit. An internal PLL, configured in software, multiplies this clock to higher frequencies for core and peripheral timing.

A 25.0-MHz (Y1) crystal provides an accurate timebase for the Ethernet PHY.

Reset

The RESETn signal into the LM3S9B96 microcontroller connects to the reset switch (SW2) and to the ICDI circuit for a debugger-controlled reset.

External reset is asserted (active low) under any one of the three following conditions:

- Power-on reset (filtered by an R-C network)
- Reset push switch SW2 held down
- By the ICDI circuit (U12 FT2232, U13D 74LVC125A) when instructed by the debugger (this capability is optional, and may not be supported by all debuggers)

The LCD module has special Reset timing requirements requiring a dedicated control line from the microcontroller.

Power Supplies

The development board requires a regulated 5.0 V power source. Jumpers JP34-36 select the power source, with the default source being the ICDI USB connector. Only one +5 V source should be selected at any time to avoid conflict between the power sources.

When using USB in Host mode, the power source should be set to either ICDI or to EXT if a +5 V power supply (not included in the kit) is available.

The development board has two main power rails. A +3.3 V supply powers the microcontroller and most other circuitry. +5 V is used by the OTG USB port and In-circuit Debug Interface (ICDI) USB controller. A low drop-out (LDO) regulator (U5) converts the +5 V power rail to +3.3 V. Both rails are routed to test loops for easy access.

USB

The LM3S9B96's full-speed USB controller supports On-the-Go, Host, and Device configurations. See Table 2-2 for USB-related signals. The 5-pin microAB OTG connector supports all three interfaces in conjunction with the cables included in the kit.

The USB port has additional ESD protection diode arrays (D1, D2,D5) for up to 15 kV of ESD protection.

Table 2-2. USB-Related Signals

Microcontroller Pin	Board Function	Jumper Name
Pin 70 USB0DM	USB Data-	-
Pin 71 USB0DP	USB Data+	-
Pin 73 USB0RBIAS	USB bias resistor	-
Pin 66 USB0ID	OTG ID signal (input to microcontroller)	OTG ID
Pin 67 USB0VBUS	Vbus Level monitoring	+VBUS
Pin 34 USB0EPE	Host power enable (active high)	EPEN
Pin 35 USB0PFLT	Host power fault signal (active low)	PFLT

U6, a fault-protected switch, controls and monitors power to the USB host port. USB0EPEN, the control signal from the microcontroller, has a pull-down resistor to ensure host-port power remains off during reset. The power switch will immediately cut power if the attached USB device draws

more than 1 Amp, or if the switches' thermal limits are exceeded by a device drawing more than 500 mA. USB0PFLT indicates the over-current status back to the microcontroller.

The development board can be either a bus-powered USB device or self-powered USB device depending on the power-supply configuration jumpers.

When using the development board in USB-host mode, power to the EVB should be supplied by the In-circuit Debugger (ICDI) USB cable or by a +5 V source connected to the DC power jack.

Note that the LM3S9B96's USB capabilities are completely independent from the In-Circuit Debug Interface USB functionality.

Debugging

Stellaris microcontrollers support programming and debugging using either JTAG or SWD. JTAG uses the TCK, TMS, TDI, and TDO signals. SWD requires fewer signals (SWCLK, SWDIO, and, optionally, SWO for trace). The debugger determines which debug protocol is used.

Debugging Modes

The LM3S9B96 development board supports a range of hardware debugging configurations. Table 2-3 summarizes these configurations.

Table 2-3. Hardware Debugging Configurations

Mode	Debug Function	Use	Selected by...
1	Internal ICDI	Debug on-board LM3S9B96 microcontroller over Debug USB interface.	Default mode
2	ICDI out to JTAG/ SWD header	The development board is used as a USB to SWD/ JTAG interface to an external target.	Remove jumpers on TCK, TMS, TDI, TDO, and PIN1
3	In from JTAG/SWD header	For users who prefer an external debug interface (ULINK, JLINK, etc.) with the development board.	Connecting an external debugger to the JTAG/SWD header

Debug In Considerations

Debug Mode 3 supports board debugging using an external debug interface such as a Segger J-Link or Keil ULINK. Most debuggers use Pin 1 of the Debug connector to sense the target voltage and, in some cases, power the output logic circuit. Installing the VDD/PIN1 jumper will apply 3.3 V power to this pin in order to support external debuggers.

Debug USB Overview

An FT2232 device from Future Technology Devices International Ltd implements USB-to-serial conversion. The FT2232 is factory-configured to implement a JTAG/SWD port (synchronous serial) on channel A and a Virtual COM Port (VCP) on channel B. This feature allows two simultaneous communications links between the host computer and the target device using a single USB cable. Separate Windows drivers for each function are provided on the Documentation and Software CD.

The In-Circuit Debug Interface USB capabilities are completely independent from the LM3S9B96's on-chip USB functionality.

A small serial EEPROM holds the FT2232 configuration data. The EEPROM is not accessible by the LM3S9B96 microcontroller. For full details on FT2232 operation, go to www.ftdichip.com.

USB to JTAG/SWD

The FT2232 USB device performs JTAG/SWD serial operations under the control of the debugger. A simple logic circuit multiplexes SWD and JTAG functions and, when working in SWD mode, provides direction control for the bidirectional data line.

Virtual COM Port

The Virtual COM Port (VCP) allows Windows applications (such as HyperTerminal) to communicate with UART0 on the LM3S9B96 over USB. Once the FT2232 VCP driver is installed, Windows assigns a COM port number to the VCP channel. Table 2-4 shows the debug-related signals.

Table 2-4. Debug-Related Signals

Microcontroller Pin	Board Function	Jumper Name
Pin 77 TDO/SWO	JTAG data out or trace data out	TDO
Pin 78 TDI	JTAG data in	TDI
Pin 79 TMS/SWDIO	JTAG TMS or SWD data in/out	TMS
Pin 80 TCK/SWCLK	JTAG Clock or SWD clock	TCK
Pin 26 PA0/U0RX	Virtual Com port data to LM3S9B96	VCPRX
Pin 27 PA1/U0TX	Virtual Com port data from LM3S9B96	VCPTX
Pin 64 RSTn	System Reset	RSTn

Serial Wire Out (SWO)

The development board supports the Cortex-M3 Serial-Wire Output (SWO) trace capabilities. Under debugger control, on-board logic can route the SWO datastream to the VCP transmit channel. The debugger software can then decode and interpret the trace information received from the Virtual Com Port. The normal VCP connection to UART0 is interrupted when using SWO. Not all debuggers support SWO.

See the *Stellaris LM3S9B96 Microcontroller Data Sheet* for additional information on the Trace Port Interface Unit (TPIU).

Color QVGA LCD Touch Panel

The development board features a TFT Liquid Crystal graphics display with 320 x 240 pixel resolution. The display is protected during shipping by a thin, protective plastic film which should be removed before use.

Features

Features of the LCD module include:

- Kitronix K350QVG-V1-F display
- 320 x RGB x 240 dots
- 3.5" 262 K colors

- Wide temperature range
- White LED backlight
- Integrated RAM
- Resistive touch panel

Control Interface

The Color LCD module has a built-in controller IC with a multi-mode parallel interface. The development board uses an 8-bit 8080 type interface with GPIO Port D providing the data bus. Table 2-4 shows the LCD-related signals.

Table 2-5. LCD-Related Signals

Microcontroller Pin	Board Function	Jumper Name
PE6/ADC1	Touch X+	X+
PE3	Touch Y-	Y-
PE2	Touch X-	X-
PE7/ADC0	Touch Y+	Y+
PB7	LCD Reset	LRSTn
PD0..7	LCD Data Bus 0..7	LD0..7
PH7	LCD Data/Control Select	LDC
PB5	LCD Read Strobe	LRDn
PH6	LCD Write Strobe	LWRn
-	Backlight control	BLON

Backlight

The white LED backlight must be powered for the display to be clearly visible. U7 (FAN5331B) implements a 20 mA constant-current LED power source to the backlight. The backlight is not normally controlled by the microcontroller, however, the control signal is available on a header. A jumper may be installed to disable the backlight by connecting it to GND. Alternatively, a wire may be used to control this signal from a spare microcontroller GPIO line.

Because the FAN5331B operates in a constant current mode, its output voltage will jump up if the LCD should become disconnected. To prevent over-voltage failure of the IC or diode D3, a zener (D4) clamps the voltage. The current will limit to 20 mA, but the total board current will be higher than when the LCD panel is connected. To avoid over-heating the backlighting circuit, install the BLON jumper to completely shut-down the backlighting circuit.

Power

The LCD module has internal bias voltage generators and requires only a single 3.3 V dc supply.

Resistive Touch Panel

The 4-wire resistive touch panel interfaces directly to the microcontroller, using 2 ADC channels and 2 GPIO signals. See the StellarisWare™ source code for additional information on touch panel implementation.

I²S Audio

The LM3S9B96 development board has advanced audio capabilities using an I²S-connected Audio TLV320AIC23 CODEC. The factory default configuration has Audio output (Line Out and/or Headphone output) enabled. Four additional I²S signals are required for Audio input (Line Input and/or Microphone). All four audio interfaces are through 1/8" (3.5mm) stereo jacks. Table 2-6 shows the I²S audio-related signals.

Table 2-6. I²S Audio-Related Signals

Microcontroller Pin	Board Function	Jumper Name
I2C0SDA	CODEC Configuration Data	SDA
I2C0SCL	CODEC Configuration Clock	SCL
I2STXSD	Audio Out Serial Data	TXSD
I2STXWS	Audio Out Framing signal	TXWS
I2STXSCK	Audio Out Bit Clock	BCLK ^a
I2STXMCLK	Audio Out System Clock	MCLK
I2SRXSD	Audio In Serial Data	RXSD ^b
I2SRXWS	Audio In Framing signal	RXWS ^b
I2SRXSCK	Audio In Bit Clock	BCLK ^b
I2SRXMCLK	Audio In System Clock	MCLK ^b

a. Shares GPIO line with Analog voltage reference. Jumper installed by default.

b. Shares GPIO line with LCD data bus – Port D. Jumper omitted by default.

The Audio CODEC has a number of control registers which are configured using the I²C bus signals. CODEC settings can only be written, but not read, using I²C. See the StellarisWare™ example applications for programming information and the TLV320AIX23B data sheet for complete register details.

The Headphone output can be connected directly to any standard headphones. The Line Output is suitable for connection to an external amplifier, including PC desktop speaker sets.

User Switch and LED

The development board provides a user push-switch and LED (see Table 2-7).

Table 2-7. Navigation Switch-Related Signals

Microcontroller Pin	Board Function	Jumper Name
PJ7	User Switch	SWITCH
PF3	User LED	LED ^a

a. Shared with Ethernet Jack Yellow LED. This jumper is installed by default.

Stellaris® LM3S9B96 Development Board External Peripheral Interface (EPI)

The External Peripheral Interface (EPI) is a high-speed 8/16/32-bit parallel bus for connecting external peripherals or memory without glue logic. Supported modes include SDRAM, SRAM, and Flash memories, as well as Host-bus and FIFO modes.

The LM3S9B96 development kit includes an 8 MB SDRAM board in addition to an EPI break-out board. Other EPI expansion boards may be available.

SDRAM Expansion Board

The SDRAM board provides 8 MB of memory (4M x 16) which, once configured, becomes part of the LM3S9B96's memory map at either 0x6000.0000 or 0x8000.0000. The SDRAM interface multiplexes DQ00..14 and AD/BA0..14 without requiring external latches or buffers. Of the 32 EPI signals, only 24 are used in SDRAM mode, with the remaining signals used for non-EPI functions on the board.

Flash and SRAM Memory Expansion Board

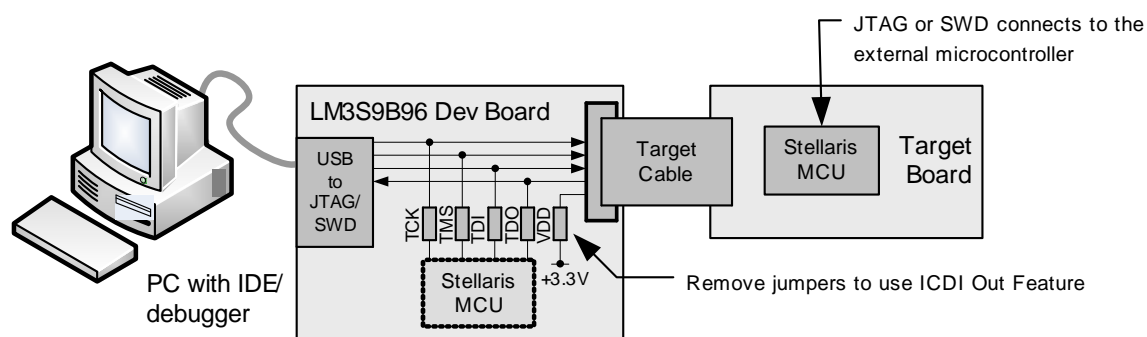
The optional Flash and SRAM memory expansion board (DK-LM3S9B96-EXP-FS8) is a plug-in for the DK-LM3S9B96 development board. This expansion board works with the External Peripheral Interface (EPI) of the Stellaris microcontroller and provides Flash memory, SRAM, and an improved performance LCD interface.

For more information on the DK-LM3S9B96-EXP-FS8 memory expansion board (sold separately), see Appendix E, "Stellaris® LM3S9B96 Flash and SRAM Memory Expansion Board," on page 41.

Using the In-Circuit Debugger Interface

The Stellaris® LM3S9B96 Development Kit can operate as an In-Circuit Debugger Interface (ICDI). ICDI acts as a USB to the JTAG/SWD adaptor, allowing debugging of any external target board that uses a Stellaris microcontroller. See “Debugging Modes” on page 16 for a description of how to enter ICDI Out mode.

Figure 4-1. ICD Interface Out Mode



The debug interface operates in either serial-wire debug (SWD) or JTAG mode, depending on the configuration in the debugger IDE.

The IDE/debugger does not distinguish between the on-board Stellaris microcontroller and an external Stellaris microcontroller. The only requirement is that the correct Stellaris device is selected in the project configuration.

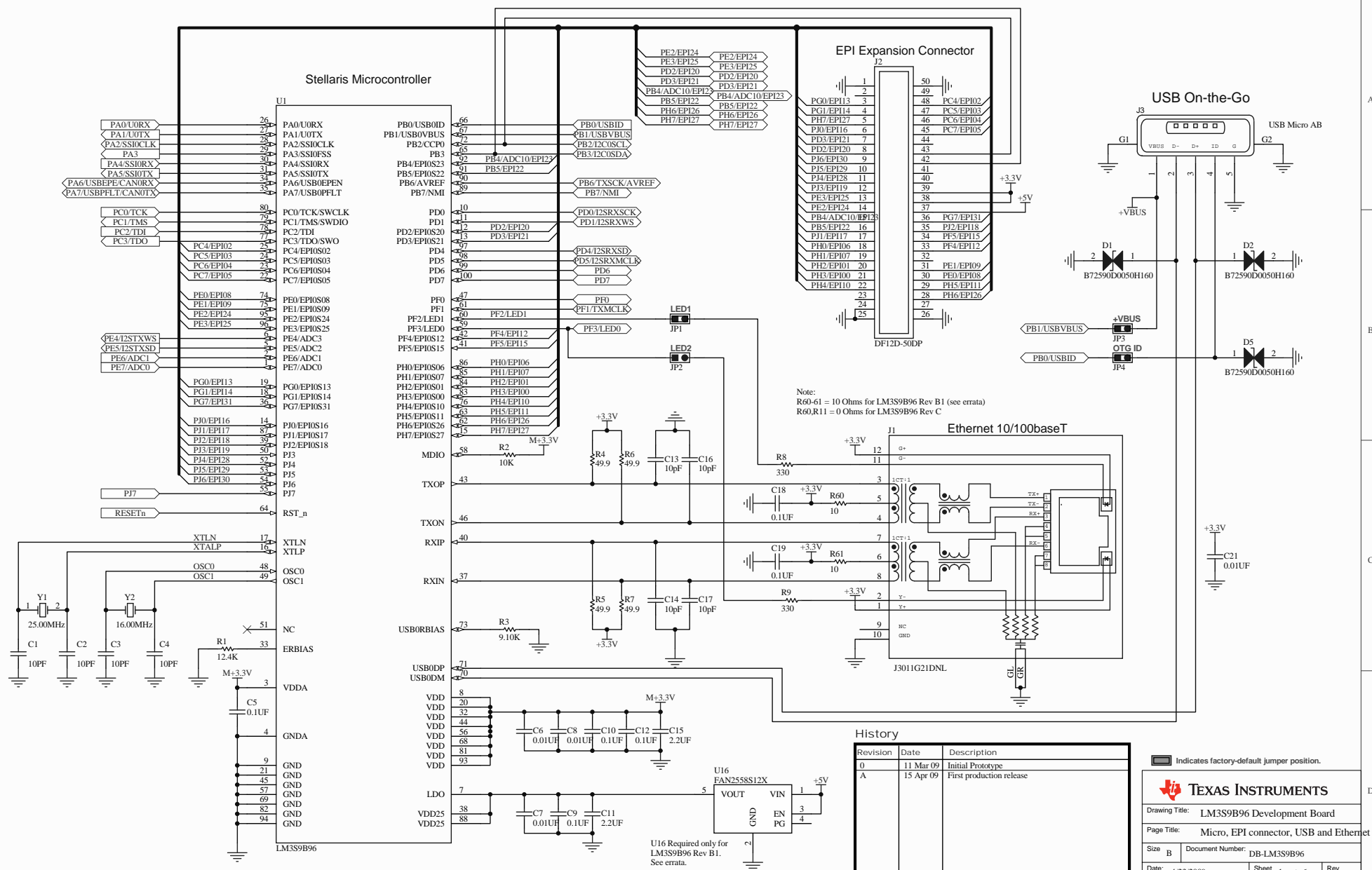
The Stellaris target board should have a 2x10 0.1" pin header with signals as indicated in Table C-1 on page 35. This applies to both an external Stellaris microcontroller target (Debug Output mode) and to external JTAG/SWD debuggers (Debug Input mode).

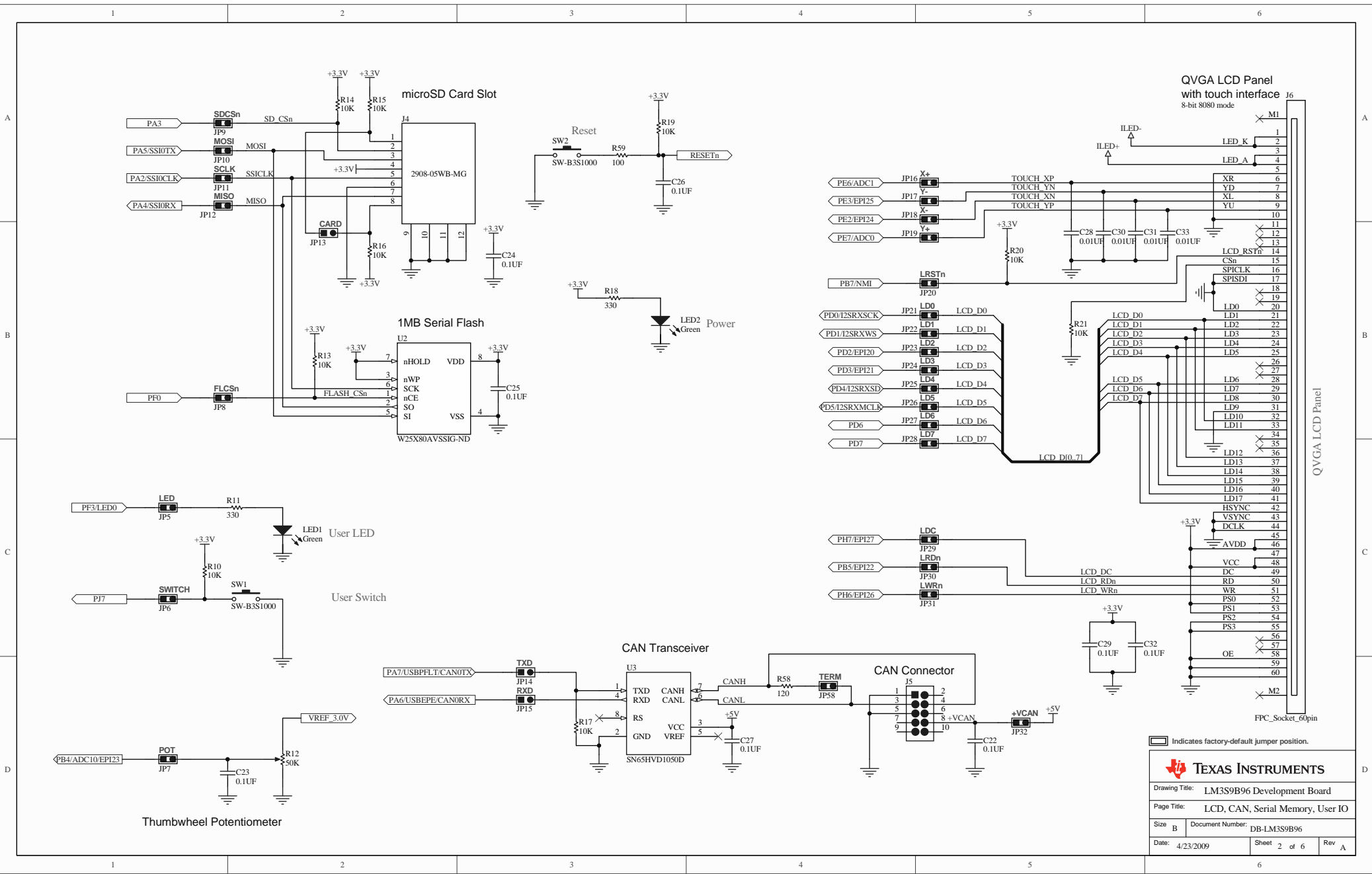
ICDI does not control RST (device reset) or TRST (test reset) signals. Both reset functions are implemented as commands over JTAG/SWD, so these signals are usually not necessary.

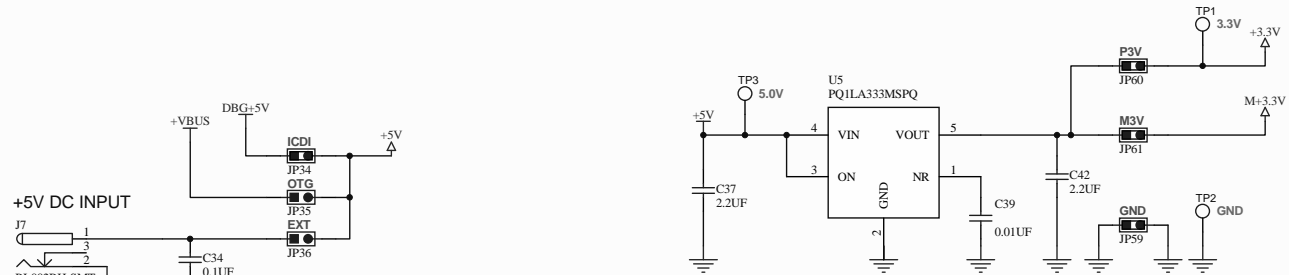
Stellaris® LM3S9B96 Development Board Schematics

This section contains the schematics for the DK-LM3S9B96 development board.

- Micro, EPI connector, USB, and Ethernet on page 26
- LCD CAN, Serial Memory, and User I/O on page 27
- Power Supplies on page 28
- I²S Audio Expansion Board on page 29
- EPI and SDRAM Expansion Boards on page 30
- In-circuit Debug Interface (ICDI) on page 31

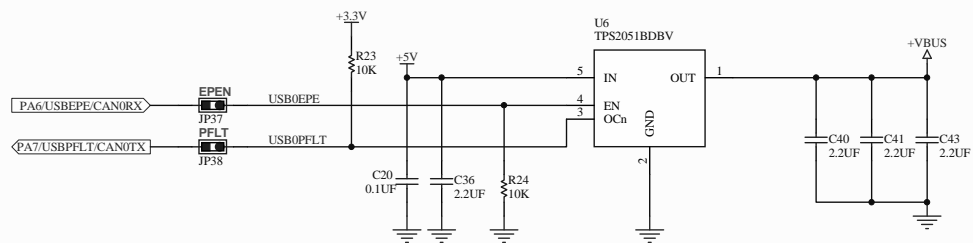




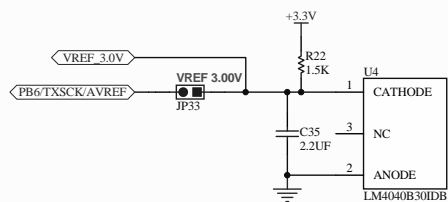


Power Source Selection

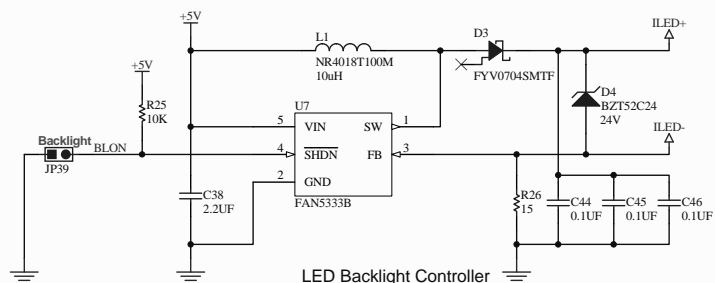
Main +3.3V Supply



VBUS Fault Protected Switch



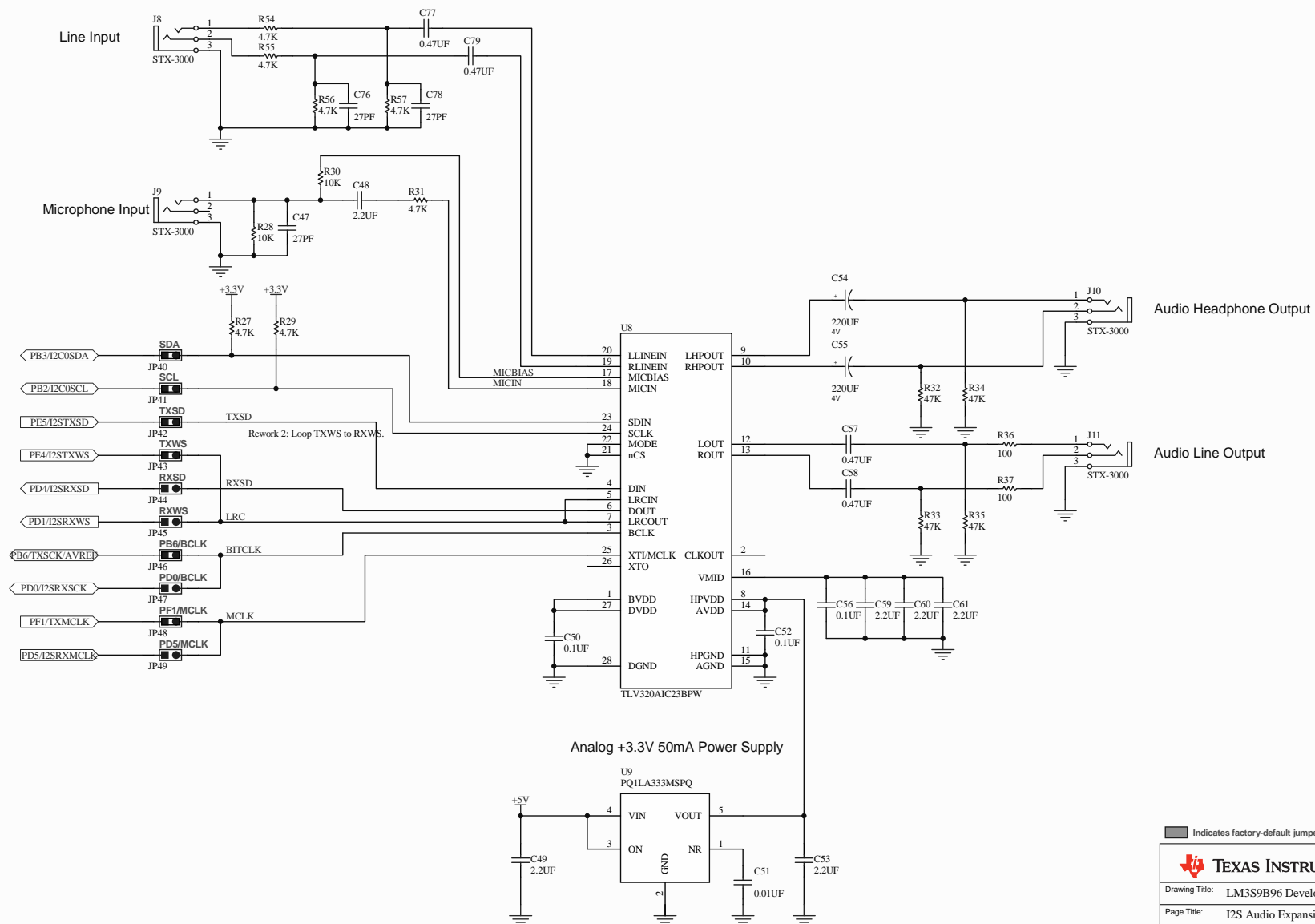
3.0V 0.2% Voltage Reference



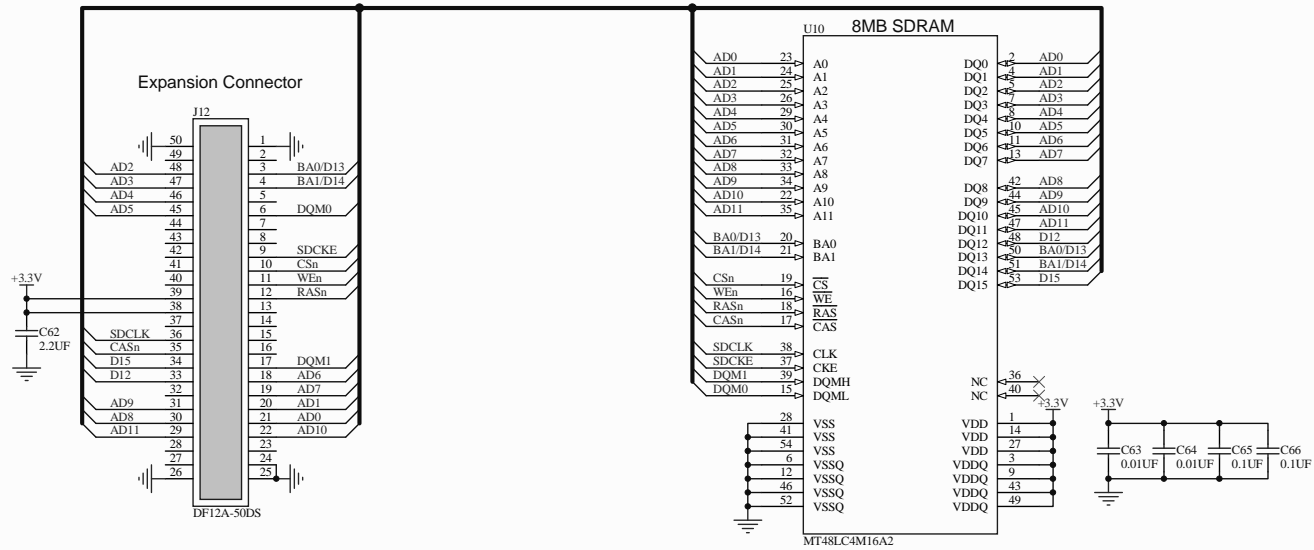
LED Backlight Controller

Indicates factory-default jumper position.

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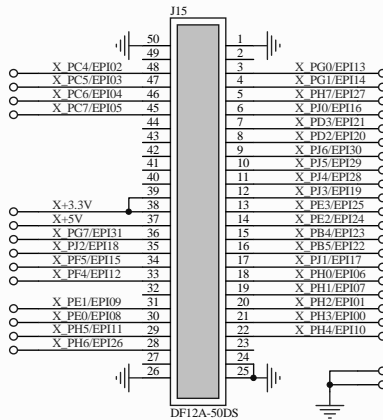


SDRAM Expansion Board



EPI Signal Breakout Board

Expansion Connector



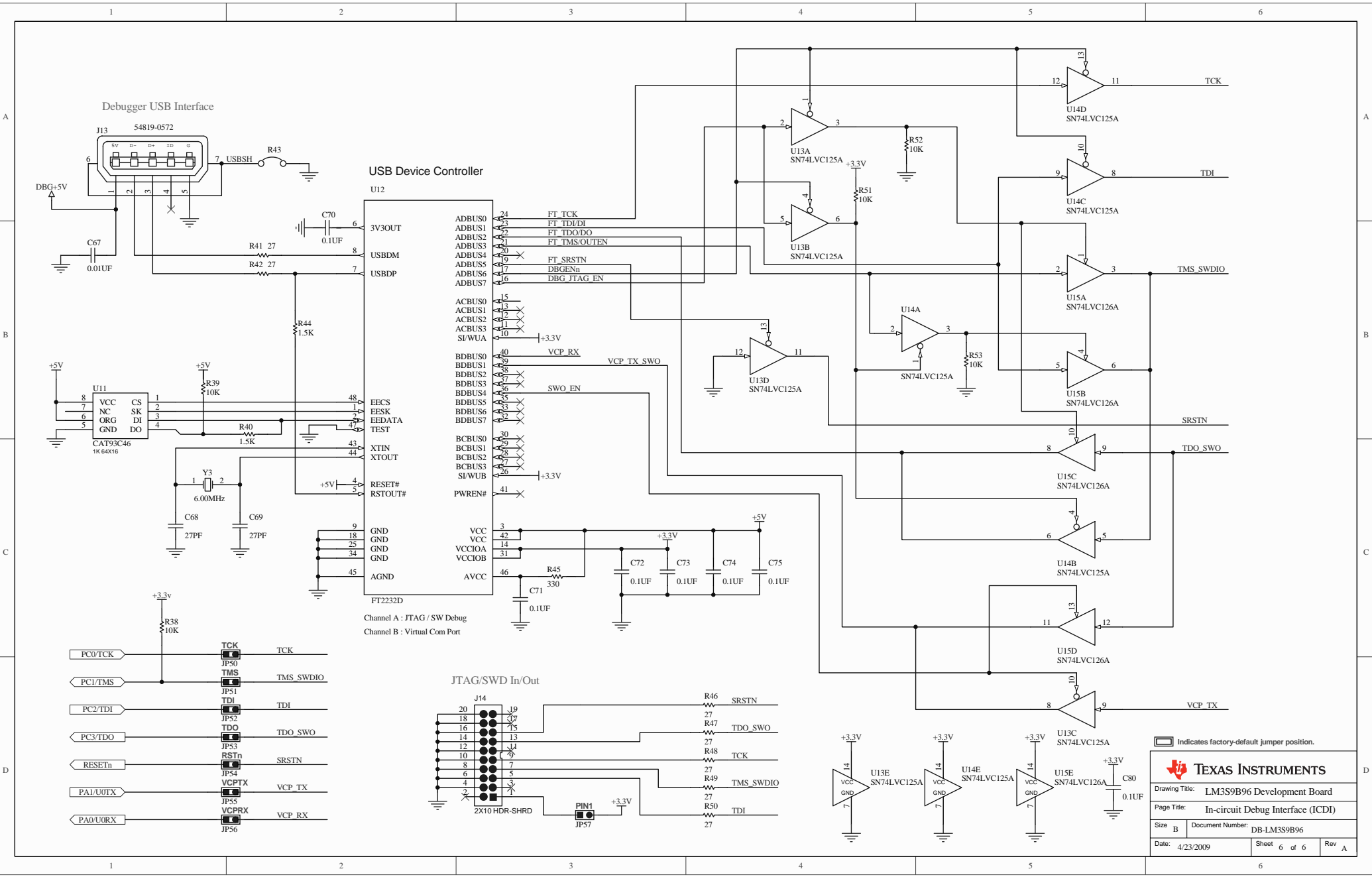
TEXAS INSTRUMENTS


Drawing Title: LM3S9B96 Development Board

Page Title: EPI and SDRAM Expansion Boards

Size B	Document Number: DB-LM3S9B96
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Date: 4/23/2009	Sheet 5 of 6	Rev A
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**TEXAS INSTRUMENTS**

Drawing Title: LM3S9B96 Development Board

Page Title: In-circuit Debug Interface (ICDI)

Size B

Document Number: DB-LM3S9B96

Date: 4/23/2009

Sheet 6 of 6

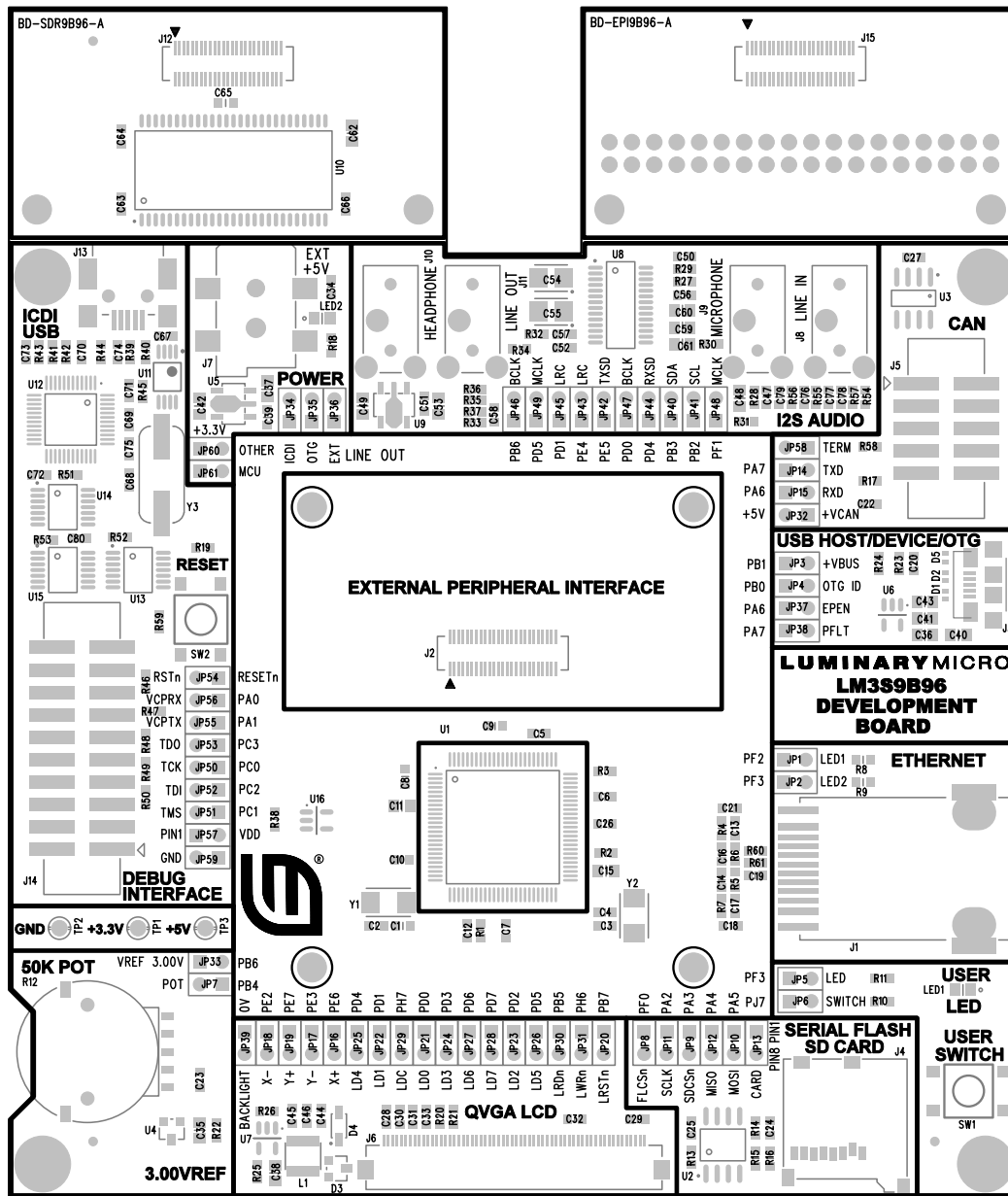
Rev A

Stellaris® LM3S9B96 Development Board Component Locations

This appendix contains details on component locations, including:

- Component placement plot for top (Figure B-1)

Figure B-1. Component Placement Plot for Top



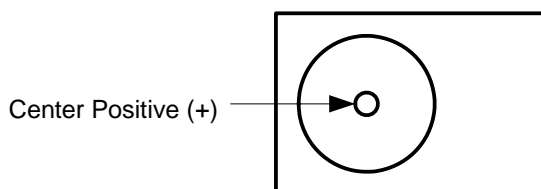
Stellaris® LM3S9B96 Development Board Connection Details

This appendix contains the following sections:

- DC Power Jack (see page 35)
- ARM Target Pinout (see page 35)

DC Power Jack

The EVB provides a DC power jack for connecting an external +5 V regulated (+/-5%) power source.



The socket is 5.5 mm dia with a 2.1 mm pin.

ARM Target Pinout

In ICDI input and output mode, the Stellaris® LM3S9B96 Development Kit supports ARM's standard 20-pin JTAG/SWD configuration. The same pin configuration can be used for debugging over serial-wire debug (SWD) and JTAG interfaces.

Table C-1. Debug Interface Pin Assignments

Function	Pin Number
TDI	5
TDO/SWO	13
TMS/SWDIO	7
TCK/SWCLK	9
System Reset	15
VDD	1
GND	4, 6, 8, 10, 12, 14, 16, 18, 20
No Connect	2, 3, 11, 17, 19

Insert Jumper VDD/PIN1 Jumper (JP57) only when using the development board with an external debug interface such as a ULINK or JLINK.

A P P E N D I X D

Stellaris® LM3S9B96 Development Board Microcontroller GPIO Assignments

Table D-1 shows the pin assignments for the LM3S9B96 microcontroller.

Table D-1. Microcontroller GPIO Assignments

LM3S9B96 GPIO Pin		Development Board Use			
Number	Description	Default Function	Default Use	Alt. Function	Alternate Use
26	PA0	U0Rx	Virtual Com Port		
27	PA1	U0Tx	Virtual Com Port		
28	PA2	SSI0Clk	SPI		
29	PA3	SSI0Fss	SD Card CSn		
30	PA4	SSI0Rx	SPI		
31	PA5	SSI0Tx	SPI		
34	PA6	USB0EPEN	USB Pwr Enable	CAN0RX	
35	PA7	USB0PFLT	USB Pwr Fault	CAN0TX	
66	PB0	USB0ID	USB OTG ID		
67	PB1	USB0VBUS	USB Vbus		
72	PB2	I2C0SCL	Audio I2C		
65	PB3	I2C0SDA	Audio I2C		
92	PB4	ADC10	Potentiometer	EPI0S23	EPI Breakout
91	PB5	PB5	LCD RDn	EPI0S22	EPI Breakout
90	PB6	PB6	I2STXSCK	AVREF	Ext Volt Ref
89	PB7	PB7	LCD RST		
80	PC0	TCK/SWCLK	JTAG		
79	PC1	TMS/SWDIO	JTAG		
78	PC2	TDI	JTAG		
77	PC3	TDO/SWO	JTAG		
25	PC4	EPI0S2	SDRAM D02		EPI0S02
24	PC5	EPI0S3	SDRAM D03		EPI0S03
23	PC6	EPI0S4	SDRAM D04		EPI0S04
22	PC7	EPI0S5	SDRAM D05		EPI0S05

Table D-1. Microcontroller GPIO Assignments (Continued)

LM3S9B96 GPIO Pin		Development Board Use			
Number	Description	Default Function	Default Use	Alt. Function	Alternate Use
10	PD0	PD0	LCD Data 0	I2SRXSCK	I2S Audio In
11	PD1	PD1	LCD Data 1	I2S0RXWS	I2S Audio In
12	PD2	PD2	LCD Data 2	EPI0S20	EPI Breakout
13	PD3	PD3	LCD Data 3	EPI0S21	EPI Breakout
97	PD4	PD4	LCD Data 4	I2SRXSD	I2S Audio In
98	PD5	PD5	LCD Data 5	I2SRXMCLK	I2S Audio In
99	PD6	PD6	LCD Data 6		
100	PD7	PD7	LCD Data 7		
74	PE0	EPI0S8	SDRAM D8		EPI0S08
75	PE1	EPI0S9	SDRAM D9		EPI0S09
95	PE2	PE2	Touch XN		EPI0S24
96	PE3	PE3	Touch YN		EPI0S25
6	PE4	I2STXWS	I2S Audio Out		
5	PE5	I2STXSD	I2S Audio Out		
2	PE6	ADC1	ADC Touch XP		
1	PE7	ADC0	ADC Touch YP		
47	PF0	PF0	Flash CSn		
61	PF1	I2STXMCLK	I2S Audio Out		
60	PF2	LED1	Green Enet LED		
59	PF3	PF3	User LED	LED0	Yw Enet LED
42	PF4	EPI0S12	SDRAM D12		
41	PF5	EPI0S15	SDRAM D15		
19	PG0	EPI0S13	SDRAM D13		
18	PG1	EPI0S14	SDRAM D14		
36	PG7	EPI0S31	SDRAM CLK		
86	PH0	EPI0S06	SDRAM D06		
85	PH1	EPI0S07	SDRAM D07		
84	PH2	EPI0S01	SDRAM D01		
83	PH3	EPI0S00	SDRAM D00		
76	PH4	EPI0S10	SDRAM D10		

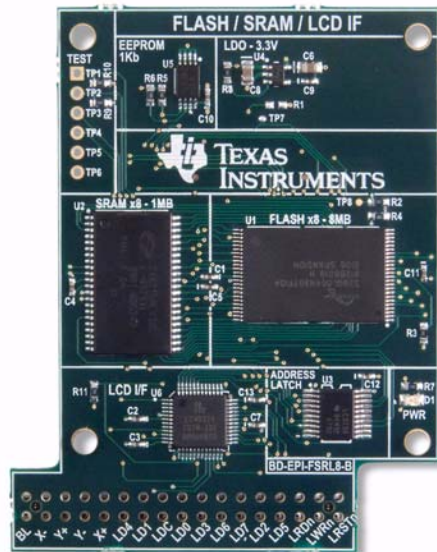
Table D-1. Microcontroller GPIO Assignments (Continued)

LM3S9B96 GPIO Pin		Development Board Use			
Number	Description	Default Function	Default Use	Alt. Function	Alternate Use
63	PH5	EPI0S11	SDRAM D11		
62	PH6	EPI0S26	LCD_WRn	EPI0S26	EPI Breakout
15	PH7	EPI0S27	LCD_DC	EPI0S27	EPI Breakout
14	PJ0	EPI0S16	SDRAM DQM		
87	PJ1	EPI0S17	SDRAM DQM		
39	PJ2	EPI0S18	SDRAM CAS		
50	PJ3	EPI0S19	SDRAM RAS		
52	PJ4	EPI0S28	SDRAM WEn		
53	PJ5	EPI0S29	SDRAM CSn		
54	PJ6	EPI0S30	SDRAM SDCKE		
55	PJ7	PJ7	User Switch		

Stellaris® LM3S9B96 Flash and SRAM Memory Expansion Board

This document describes the Flash and SRAM memory expansion board (DK-LM3S9B96-EXP-FS8) plug-in for the DK-LM3S9B96 development board. This expansion board works with the External Peripheral Interface (EPI) port of the Stellaris microcontroller and provides Flash memory, SRAM, and an improved performance LCD interface.

Figure E-1. DK-LM3S9B96-EXP-FS8 Board Image

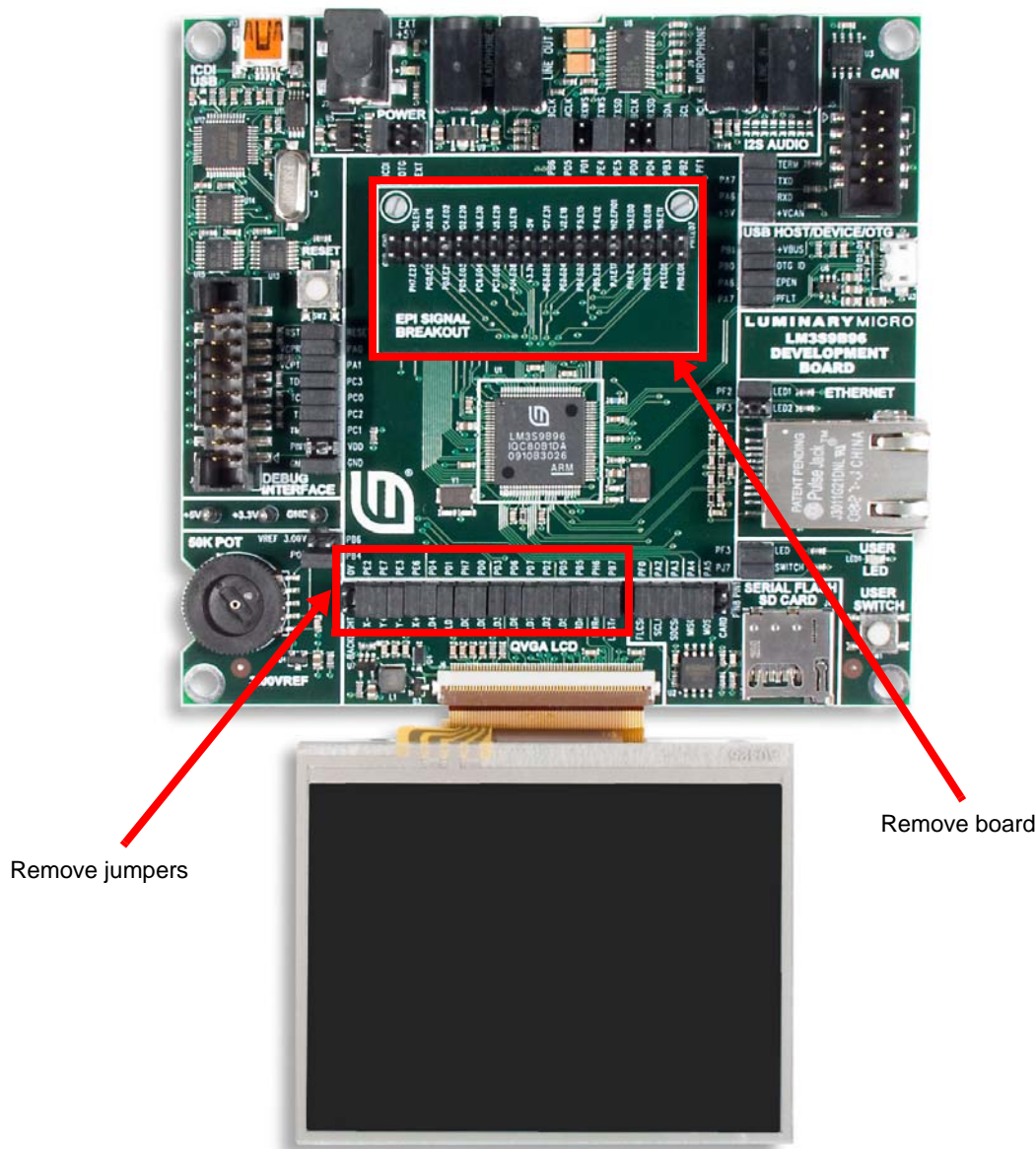


Installation

To install the expansion board on the DK-LM3S9B96 development board, do the following:

1. Remove the DK-LM3S9B96-EXP-FS8 memory expansion board from the antistatic bag.
2. On the DK-LM3S9B96 board, remove any installed board on EPI connector J2.
3. On the DK-LM3S9B96 board remove the shunt jumpers on JP16-JP31 and the JP39 headers as shown in Figure E-1 on page 41.

Figure E-2. DK-LM3S9B96 Development Board



4. Install the two snap-in nylon standoffs on mounting holes above the EPI connector J2.
5. Place the expansion board on top of the DK-LM3S9B96 board and align the standoffs, the EPI connector, and the 2x17 J2 header.
6. Press firmly downward until the board snaps in, then verify that the board is firmly seated on the EPI connector, the 2x17 header, and the standoffs.
7. When powering up the board, verify that the power indicator LED D1 is lit.

Features

The DK-LM3S9B96-EXP-FS8 memory expansion board has the following features:

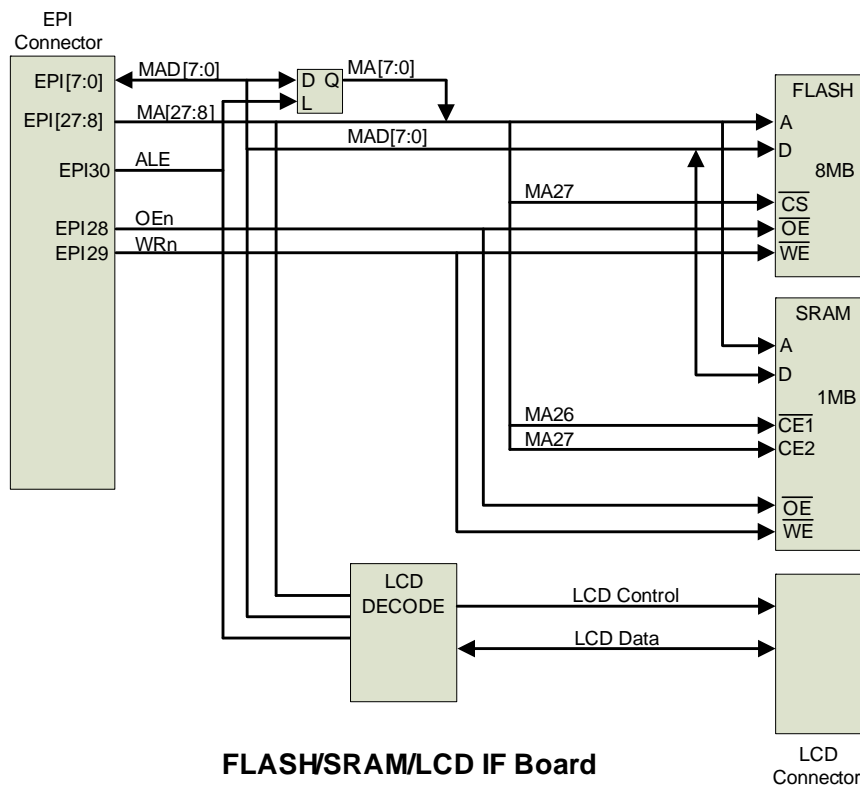
- 8 Megabytes of Flash memory

- 1 Megabyte of SRAM
- Memory-mapped LCD I/F for improved LCD performance
- 1 kilobit of I²C memory for storing configuration data
- Power LED indicator

Hardware Description

The Flash and SRAM memory expansion board is designed for use with the Stellaris EPI module configured in Host Bus 8 address/data multiplexed mode. This mode requires the use of an external 8-bit latch for storing the lower 8 address lines $A[7:0]$ transmitted during the address phase of an EPI transfer. This latch can be seen on the expansion board block diagram shown in Figure E-3.

Figure E-3. DK-LM3S9B96-EXP-FS8 Flash/SRAM/LCD IF Expansion Board Block Diagram



Functional Description

The Flash and SRAM memory expansion board schematics are described in this section. The first page of the schematics shows the memory devices and address latch part of the design. The second page shows the LCD I/F and regulator.

Flash/SRAM (Schematic 1 on page 47)

Page 1 of the schematics shows the EPI connector, address latch, and memory devices.

EPI Connector

The EPI connector J1 is a 50-pin receptacle with 0.5 mm pitch that plugs into the EPI header on the DK-LM3S9B96 board. The 32 EPI signals and the 2 I²C0 signals from the LM3S9B96 are provided on this connector. It also provides 5 V for the on-board DC regulator. Note that not all EPI signals are used in this design.

8-bit Latch

This 8-bit latch is used to store the lower 8-bits of the address, which are transmitted during the address phase of an EPI transfer. The EPI must be configured in Host bus 8 mode 0 mode (HB8 ADMUX), with EPI30 configured as an Address Latch Enable (ALE) signal to control this latch.

Flash Memory

The Flash memory used is a 64 Mbit, 90-nsec Spansion S29GL064N90TFI040. This 8/16 bit memory is used in 8-bit mode. Note that MA27 is used as a chip select signal for this memory.

SRAM

The SRAM used is an 8 Mbit, 45 nsec Cypress Semiconductor CY62158EV30LL-45ZSX, which is an 8-bit memory. Note that MA27 and MA26 are used as chip selects for this memory.

I²C Memory

This I²C serial memory is used for storing configuration data. This is a 1 kilobit On-Semiconductor memory.

LCD I/F, Power (Schematic 2 on page 48)

Page 2 of the schematics shows the LCD_DECODE CPLD, LCD interface connector, and the 3.3 V regulator.

LCD_DECODE CPLD

The LCD DECODE CPLD provides address latch and decode for the LCD interface. The LCD Command and Data registers are mapped on the EPI memory space to streamline access to these registers. The LCD panel control signals L_RDn, L_RWn, and L_DC and the L_D bus are controlled by decode logic on the CPLD with timing derived from EPI signals and do not require direct control from the microcontroller. The LCD latch register is provided to control the XN and YN signals used for the touchscreen and also the reset signal to the LCD.

The LCD backlight signal L_BL is controlled by the Stellaris GPIO PE2 (MA[24]). PE2 can be programmed as a GPIO for ON/OFF control of the LCD. A second option is to configure PE2 for use as CCP2 or CCP4 with a PWM output for brightness control.

The TP1-TP4 testpoints connect to the CPLD JTAG signals and, along with TP5 and TP6, provide an interface for test and programming of the CPLD.

LCD Interface Connector

The LCD Interface Connector J2 is a 2x17 socket that connects to headers JP16-JP31 and JP39 on the DK-LM3S9B96. All signals previously driven to the LCD from the Stellaris MCU are replaced by equivalent signals driven from the LCD_DECODE CPLD.

DC Regulator

DC regulator U4 receives 5 V from the EPI connector and provides 3.3 V for the board. LED D1 provides a power indicator and lights when the regulator is providing power to the board.

Memory Map

The DK-LM3S9B96-EXP-FS8 expansion board memory map is shown in Table E-1 and Table E-2 shows the **LCD Latch** register.

Table E-1. Flash and SRAM Memory Expansion Board Memory Map

Device	A[27:26]	A[2:0]	Description	Access	Base address
FLASH	0X	XXX	Flash memory (8 Megabytes)	R/W	0x6000.0000
SRAM	10	XXX	SRAM (1 Megabyte)	R/W	0x6800.0000
CPLD	11	000	LCD latch set	R/W	0x6C00.0000
	11	001	LCD latch clear	R/W	0x6C00.0001
LCD	11	010	LCD command port	R ^a /W	0x6C00.0002
	11	011	LCD data port	R ^a /W	0x6C00.0003
LCD	11	110	LCD command port read start	R	0x6C00.0006
	11	111	LCD data port read start	R	0x6C00.0007

- a. For reads to the **LCD Command and Data Port** registers, the corresponding **LCD Port Read Start** register must be read first, followed by a 500 nsec delay before reading this register.

Table E-2. LCD Latch Register

7	6	5	4	3	2	1	0
Reserved					RST	YN	XN
0	0	0	0	0	R/W	R/W	R/W

The **LCD Latch** register is implemented as a set/clear register. To set a bit, the corresponding bit must be set when writing to the **LCD Latch Set** register. To clear a bit, the corresponding bit must be set when writing to the **LCD Latch Clear** register.

- XN** When clear, the L_XN signal is set to clear. When set, the L_XN signal is tri-stated. This signal is used for the X- input to the touchscreen.
- YN** When clear, the L_YN signal is set to clear. When set, the L_YN signal is tri-stated. This signal is used for the Y- input to the touchscreen.
- RST** When clear, the L_RSTN signal is set to clear. When set, the L_RSTN signal is reset. This signal is used to reset the LCD panel.

Component Locations

Figure E-4 shows the details of the component locations.

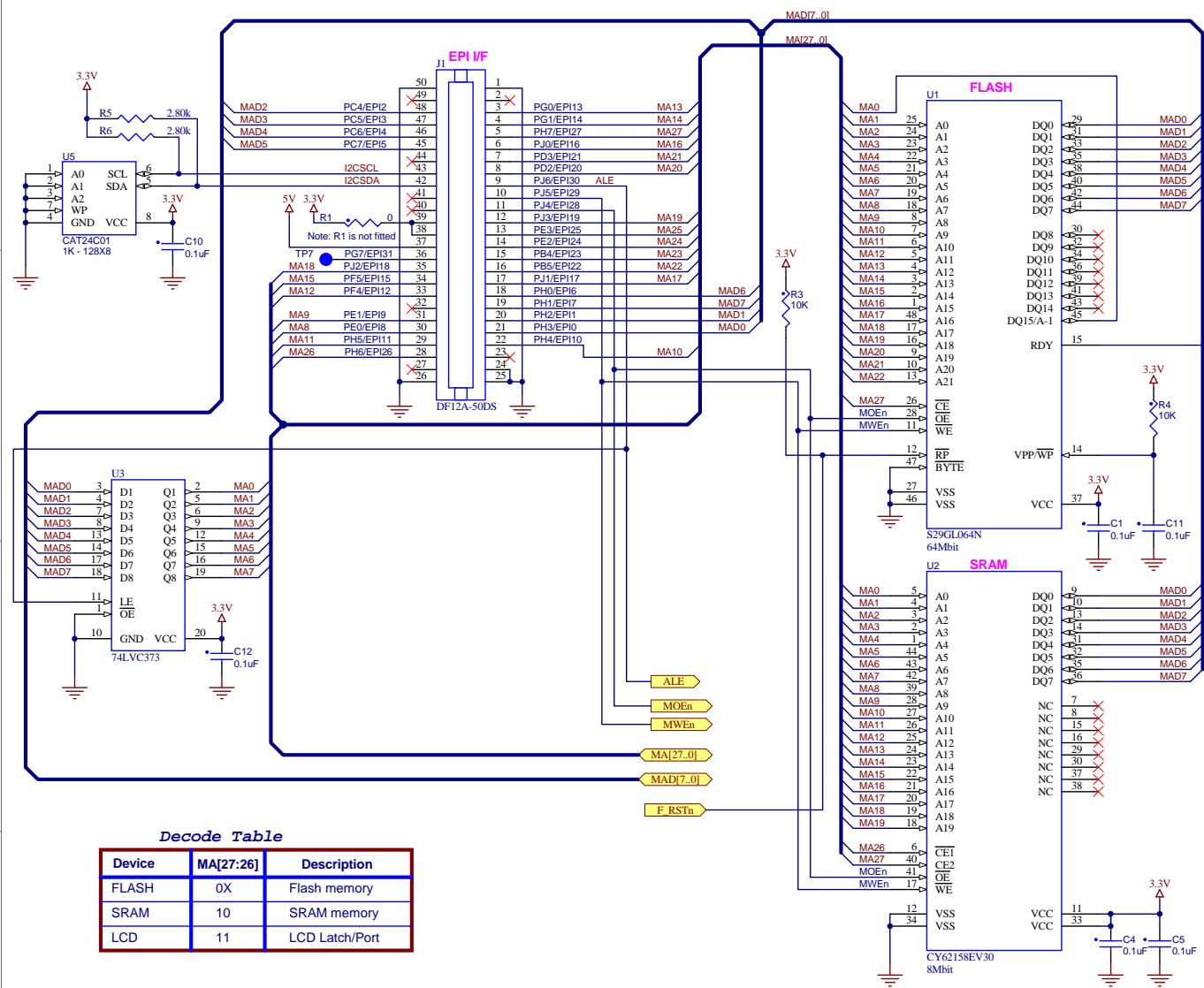
Figure E-4. Component Placement Plot for Top and Bottom



Schematics

This section shows the schematics for the DK-LM3S9B96-EXP-FS8 memory expansion board:

- Flash, SRAM on page 47
- LCD Interface on page 48



Revision History

Revision	Date	Description
A	5/29/2009	Released for manufacturing.
B	7/17/2009	Changed J2 to top entry, moved to bottom. Added R9-R11

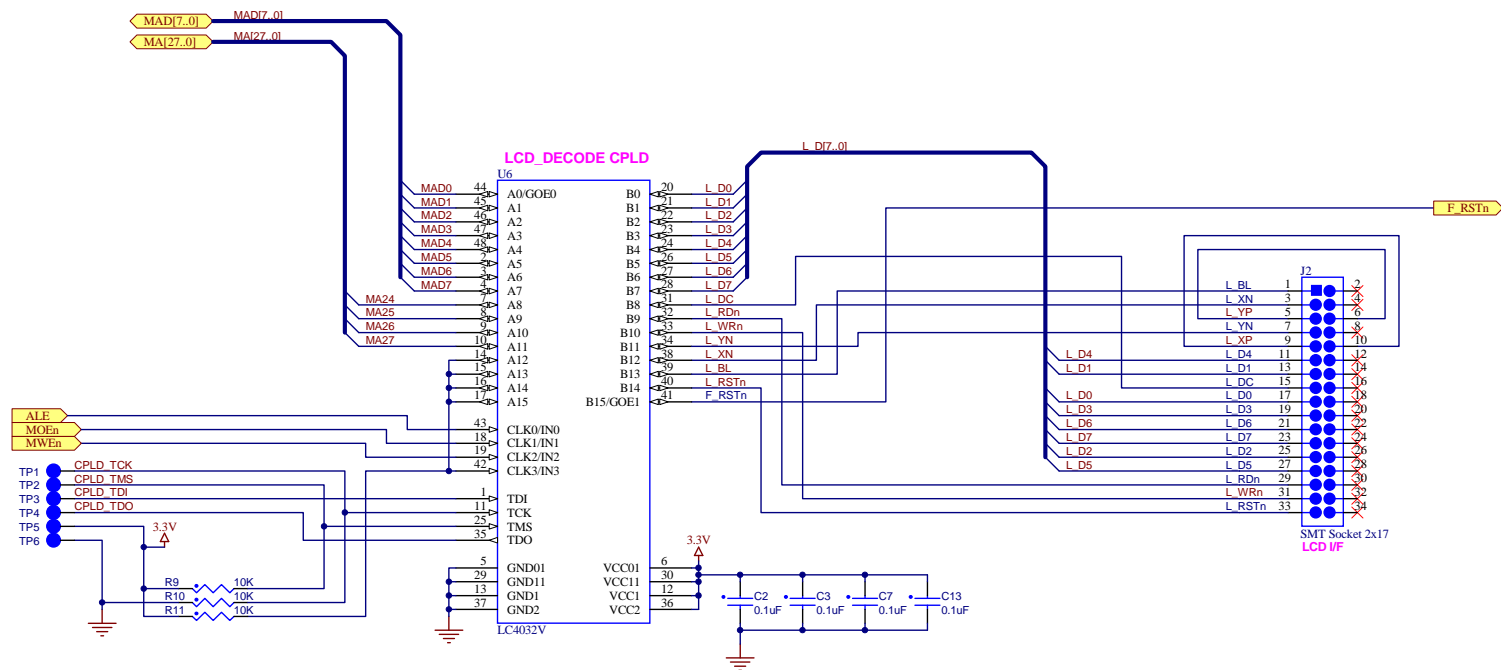
Decode Table

Device	MA[27:26]	Description
FLASH	0X	Flash memory
SRAM	10	SRAM memory
LCD	11	LCD Latch/Port

TEXAS INSTRUMENTS

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Designer: Arnaldo Cruz	Drawing Title: FLASH / SRAM / LCD IF board for DK-LM3S9B96		
Drawn by: Arnaldo Cruz	Page Title: FLASH, SRAM		
Approved: *	Size B	Document Number: 0001	Rev B
Date: 7/21/2009	Sheet 1 of 2		



References

In addition to this document, the following references are included on the Stellaris Family Development Kit documentation CD-ROM and are also available for download at www.ti.com/stellaris:

- *Stellaris LM3S9B96 Microcontroller Data Sheet*
- *Kitronix LCD Data Sheet*
- StellarisWare Driver Library
- *StellarisWare Driver Library User's Manual*, publication number SW-DRL-UG

Additional references include:

- *FT2232D Dual USB/UART FIFO IC Data sheet*, version 0.91, 2006, Future Technology Devices International Ltd.
- *Texas Instruments TLV320AIC23BPM Audio CODEC Data Sheet*
- Information on development tool being used:
 - RealView MDK web site, www.keil.com/arm/rvmdkkit.asp
 - IAR Embedded Workbench web site, www.iar.com
 - Code Sourcery GCC development tools web site, www.codesourcery.com/gnu_toolchains/arm
 - Code Red Technologies development tools web site, www.code-red-tech.com
 - Texas Instruments' Code Composer Studio™ IDE web site, www.ti.com/ccs

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